

EAST Search History

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L1	616	(273/289,276,255,262).CCLS.	US-PGPUB; USPAT; USOCR	OR	OFF	2006/11/20 14:38
L3	1	1 and (assembl\$ same component) and (punch near2 out) and random and (remov\$ same replac\$)	US-PGPUB; USPAT	OR	OFF	2006/11/20 14:40
L4	0	1 and (assembl\$ same component) and (punch near2 out) and random and (remov\$ same peplac\$)	US-PGPUB; USPAT	OR	OFF	2006/11/20 14:36
L5	2	bielman.in.	US-PGPUB; USPAT	OR	OFF	2006/11/20 14:38
L6	281	(446/69,36,363).CCLS.	US-PGPUB; USPAT; USOCR	OR	OFF	2006/11/20 14:39
L7	0	6 and (assembl\$ same component) and (punch near2 out) and random and (remov\$ same replac\$)	US-PGPUB; USPAT	OR	OFF	2006/11/20 14:40
S1	76	(trad\$ near2 card) and game and (collect\$ near8 card)	USPAT	OR	OFF	2006/03/10 08:33
S2	2	(Z-card)	USPAT	OR	OFF	2005/01/19 15:03
S3	5600	pops	USPAT	OR	OFF	2005/01/19 15:03
S4	983	pops and card	USPAT	OR	OFF	2005/01/19 15:03
S5	20	pops and card and toy	USPAT	OR	OFF	2005/01/19 15:04
S6	5	card and pre-punch	USPAT	OR	OFF	2005/01/19 15:05
S7	2	"20030071414"	US-PGPUB; USPAT	OR	OFF	2005/01/19 15:32
S8	43	card near8 punch-out	US-PGPUB; USPAT	OR	OFF	2005/01/19 15:35
S9	12	("0749616" "3678793" "3976196" "4467693" "4637236" "4890531" "5091035" "5127300" "5678939" "D309674" "D355667").PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2005/01/19 15:33
S10	219941	card came punch-out	US-PGPUB; USPAT	OR	OFF	2005/01/19 15:35
S11	69	card same punch-out	US-PGPUB; USPAT	OR	OFF	2005/01/19 15:46
S12	24	("0518067" "1193975" "1376087" "1531099" "2061510" "2111129" "2414716" "2737742" "3564758" "4454678" "4509930" "4685592" "5372450" "5823531" "5895306").PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2005/01/19 15:40

EAST Search History

S13	9	("2119921" "2958918" "4083123" "4345762" "4509930" "4685892" "5222902").PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2005/01/19 15:40
S14	2634	card same perforat\$	US-PGPUB; USPAT	OR	OFF	2005/01/19 15:47
S15	216	card same perforat\$ and (game or toy)	US-PGPUB; USPAT	OR	OFF	2005/01/19 15:54
S16	0	Z-cardz	US-PGPUB; USPAT	OR	OFF	2005/01/19 16:09
S17	4	(punch same build) and (game or toy)	US-PGPUB; USPAT	OR	OFF	2005/01/19 16:15
S18	0	Z-cardz	US-PGPUB; USPAT	OR	OFF	2005/01/19 16:16
S19	3	Z-card	US-PGPUB; USPAT	OR	OFF	2005/01/19 16:16
S20	6	("1687304" "4856818" "5156898" "5358761" "5360655").PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2005/01/19 16:16
S21	30	((("1322713") or ("1746839") or ("2120439") or ("2662335") or ("3462152") or ("3462857") or ("3489414") or ("3542368") or ("3761091") or ("3866348") or ("3876207") or ("3963243") or ("4439162") or ("4595378") or ("4988324") or ("5441260") or ("5766077") or ("5913706") or ("5980260") or ("6260845") or ("0634579"))).PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2005/01/21 10:07
S22	30	((("1322713") or ("1746839") or ("2120439") or ("2662335") or ("3462152") or ("3462857") or ("3489414") or ("3542368") or ("3761091") or ("3866348") or ("3876207") or ("3963243") or ("4439162") or ("4595378") or ("4988324") or ("5441260") or ("5766077") or ("5913706") or ("5980260") or ("6260845") or ("0634579"))).PN.	USPAT; USOCR	OR	OFF	2005/01/21 10:14
S23	1	game and rule and (figure same (attach or detach))	USPAT	OR	OFF	2005/01/21 10:15
S24	8	game and rule and ((attach or detach) same (arm or leg or weapon or accessory))	USPAT	OR	OFF	2005/01/21 10:17
S25	628	card and (punch or perfora\$) and (game or toy)	USPAT	OR	OFF	2005/01/21 10:49

EAST Search History

S26	29	"446"/\$.ccls. and (figure or toy) and (attach or detach or interconnect or deform) and rule	USPAT; USOCR	OR	OFF	2005/01/21 10:55
S27	8	("1061637" "1883214" "4419840" "4569664" "D169888").PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2005/01/21 10:52
S28	8	("1271160" "1867374" "3185480" "3751848" "4107869").PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2005/01/21 10:52
S29	18	"446"/\$.ccls. and (figure or toy) and (attach or detach or interconnect or deform) and (method near8 play)	USPAT; USOCR	OR	OFF	2005/01/21 11:10
S30	2	("4575345" "4846750").PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2005/01/21 11:01
S31	1	("4194318").PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2005/01/21 11:03
S32	4	("2959891" "4030235" "4032295").PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2005/01/21 11:09
S33	74	(446/69).CCLS.	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/01/21 11:09
S34	109	(446/69).CCLS.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/10/18 15:51
S35	101	"446"/\$.ccls. and ((rule or method) near8 play)	USPAT; USOCR	OR	OFF	2005/01/21 11:10
S36	122	"446"/\$.ccls. and ((rule or method) near8 play)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/01/21 11:11
S37	9	("1569427" "2099075" "3564758" "3895456" "4361328" "4666163").PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2005/01/21 11:51
S38	692	(game or toy) and component and ((rule or method or instruction)near4 play)	US-PGPUB; USPAT; USOCR	OR	OFF	2005/01/21 11:54

EAST Search History

S39	42	S38 and (attach or detach)	US-PGPUB; USPAT; USOCR	OR	OFF	2005/01/21 11:54
S40	24	(US-20040256282-\$).did. or (US-2414716-\$ or US-4083123-\$ or US-5222902-\$ or US-5823531-\$ or US-6179681-\$ or US-D412010-\$ or US-5766077-\$ or US-4595378-\$ or US-4439162-\$ or US-3963243-\$ or US-3876207-\$ or US-6149111-\$ or US-5580294-\$ or US-6659463-\$ or US-6623328-\$ or US-4950912-\$ or US-4575345-\$ or US-4030235-\$ or US-2959891-\$ or US-5536009-\$ or US-5209480-\$ or US-4361328-\$).did. or (US-3391933-\$).did.	US-PGPUB; USPAT; USOCR	OR	OFF	2005/01/21 12:30
S41	14	S40 and (rule or method or instruction)	US-PGPUB; USPAT; USOCR	OR	OFF	2005/01/21 12:34
S42	182	(action near4 figure) and (weapon or armo\$)	US-PGPUB; USPAT; USOCR	OR	OFF	2005/01/21 12:35
S43	8	(action near4 figure) and (weapon or armo\$) and (attach or detach)	US-PGPUB; USPAT; USOCR	OR	OFF	2005/01/21 12:36
S44	16	(dice or spinner or (random near4 number)) and (action near4 figure) and (weapon or arm) and (game or toy)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/01/24 11:11
S45	12	(dice or spinner or (random near4 device)) and (action near4 figure) and (weapon or arm) and (game or toy)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/01/24 11:18
S46	85	(273/276).CCLS.	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/01/24 11:59
S47	7	(action near4 figure) and ((reolac\$ or substitut\$) near8 (part or component or weapon or armour))	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/01/24 12:01

EAST Search History

S48	4	(action near4 figure) and ((reolac\$ or substitut\$) near8 (part or component or weapon or armour)) and (game or toy)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/01/24 12:02
S49	454	(action near4 figure) and (game or toy)	US-PGPUB; USPAT	OR	OFF	2005/01/24 12:20
S50	1	game and "Z-card"	US-PGPUB; USPAT	OR	OFF	2005/01/24 12:21
S51	258	(446/97).CCLS.	US-PGPUB; USPAT; USOCR	OR	OFF	2005/10/18 15:52
S52	34	("0564078" "0927499" "1176637" "1923881" "2111129" "2314744" "2706357" "2924036" "3564758" "3698124" "4118887" "4239825" "4335165" "4722537" "5628666" "5681041" "5895306" "6120344" "6149487" "6179681" "6257946" "6419542" "6439953" "6475054" "D398337").PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2005/10/18 15:59
S53	2	("4575345" "4846750").PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2005/10/18 16:08
S54	1	("4194318").PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2005/10/18 16:15
S55	422	"446"/\$.ccls. and (((chance or random) near12 (value or select or device or generat\$)) or dice or spinner)	US-PGPUB; USPAT	OR	OFF	2005/10/18 16:19
S56	206	"446"/\$.ccls. and (((chance or random) near12 (value or select or device or generat\$)) or dice or spinner) and (attach or connect or assembl\$)	US-PGPUB; USPAT	OR	OFF	2005/10/18 17:01
S57	7	("1697023" "1797742" "3298692" "3738659").PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2005/10/18 16:23
S58	4	("2615718" "3566484").PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2005/10/18 16:26
S59	9	("0604708" "2341757" "2417641" "3137967" "4135715").PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2005/10/18 16:29
S60	6	("0275308" "2577637" "3452989").PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2005/10/18 16:30

EAST Search History

S61	12	"446"/\$.ccls. and (((chance or random) near12 (value or select or device or generat\$)) or dice or spinner) and (attach or connect or assembl\$) and ((remov\$ or detach or substitut\$) near12 (part or component or accessar\$))	US-PGPUB; USPAT	OR	OFF	2005/10/18 17:04
S62	38	"273"/\$.ccls. and (((chance or random) near12 (value or select or device or generat\$)) or dice or spinner) and (attach or connect or assembl\$) and ((remov\$ or detach or substitut\$) near12 (part or component or accessar\$))	US-PGPUB; USPAT	OR	OFF	2005/10/18 17:11
S63	7	"273"/\$.ccls. and (((chance or random) near12 (value or select or device or generat\$)) or dice or spinner) and (interchang\$) and ((remov\$ or detach or substitut\$) near12 (part or component or accessar\$))	US-PGPUB; USPAT	OR	OFF	2005/10/18 17:11
S64	42	(US-20020111114-\$ or US-20020123297-\$ or US-20030020239-\$ or US-20040119234-\$ or US-20040212148-\$ or US-20040227292-\$ or US-20040256282-\$ or US-20050020179-\$ or US-20050113177-\$).did. or (US-2414716-\$ or US-2959891-\$ or US-3649018-\$ or US-3738659-\$ or US-3876207-\$ or US-3963243-\$ or US-4030235-\$ or US-4083123-\$ or US-4343475-\$ or US-4361328-\$ or US-4439162-\$ or US-4575345-\$ or US-4595378-\$ or US-4950912-\$ or US-5209480-\$ or US-5222902-\$ or US-5536009-\$ or US-5580294-\$ or US-5749579-\$ or US-5766077-\$ or US-5823531-\$ or US-5941527-\$ or US-6071166-\$ or US-6149111-\$ or US-6179681-\$ or US-6257946-\$).did. or (US-6475054-\$ or US-6623328-\$ or US-6626732-\$ or US-6659463-\$ or US-6857633-\$ or US-D412010-\$).did. or (US-3391933-\$).did.	US-PGPUB; USPAT; USOCR	OR	OFF	2005/10/19 10:46

EAST Search History

S65	8470	((detach or interchang\$ or substitute or substituting or replac\$) near12 (part or accessor\$ or component or arm or weapon)) and (((random or chance) near12 (select or device or value)) or dice or die or spinner or spinning) and (toy or figure or figurine or auto or vehicle or car or model)	US-PGPUB; USPAT; USOCR	OR	OFF	2005/10/19 10:56
S66	3417	((detach or interchang\$ or substitute or substituting or replac\$) near2 (part or accessor\$ or component or arm or weapon)) and (((random or chance) near2 (select or device or value)) or dice or die or spinner or spinning) and (toy or figure or figurine or auto or vehicle or car or model)	US-PGPUB; USPAT; USOCR	OR	OFF	2005/10/19 10:56
S67	163	((detach or interchang\$ or substitute or substituting or replac\$) near2 (part or accessor\$ or component or arm or weapon)) and (((random or chance) near2 (select or device or value)) or dice or die or spinner or spinning) and (toy or figure or figurine or auto or vehicle or car or model) and game	US-PGPUB; USPAT; USOCR	OR	OFF	2005/10/19 10:56
S68	395	((detach or interchang\$ or substitute or substituting or replac\$) near12 (part or accessor\$ or component or arm or weapon)) and (((random or chance) near12 (select or device or value)) or dice or die or spinner or spinning) and (toy or figure or figurine or auto or vehicle or car or model) and game	US-PGPUB; USPAT; USOCR	OR	OFF	2005/10/19 10:56
S69	19533	((detach or interchang\$ or substitut\$ or replac\$ and assembl\$ or remov\$) near12 (part or accessor\$ or component or arm or weapon)) and (((random or chance) near12 (select or device or value or mechanism)) or dice or die or spinner or spinning) and (figure or figurine or auto or vehicle or car or model or toy)	US-PGPUB; USPAT	OR	OFF	2005/10/21 15:36
S70	12966	((detach or interchang\$ or substitut\$ or replac\$ and assembl\$ or remov\$) near4 (part or accessor\$ or component or arm or weapon)) and (((random or chance) near4 (select or device or value or mechanism)) or dice or die or spinner or spinning) and (figure or figurine or auto or vehicle or car or model or toy)	US-PGPUB; USPAT	OR	OFF	2005/10/21 13:36

EAST Search History

S71	1998	((detach or interchange\$ or substitut\$ or replac\$ and assembl\$ or remov\$) near4 (part or accessor\$ or component or arm or weapon)) and (((random or chance) near4 (select or device or value or mechanism)) or dice or die or spinner or spinning) and (figure or figurine or auto or vehicle or car or model or toy) and (game or battle or attack)	US-PGPUB; USPAT	OR	OFF	2005/10/21 13:37
S72	454	((detach or interchange\$ or substitut\$ or replac\$ and assembl\$ or remov\$) near4 (part or accessor\$ or component or arm or weapon)) and (((random or chance) near4 (select or device or value or mechanism)) or dice or die or spinner or spinning) and (figure or figurine or auto or vehicle or car or model or toy) and (game)	US-PGPUB; USPAT	OR	OFF	2005/10/21 13:42
S73	46	S72 and ("446"/\$.ccls. or "273"/\$.ccls.)	US-PGPUB; USPAT	OR	OFF	2005/10/21 13:42
S74	46	(US-20020111114-\$ or US-20020123297-\$ or US-20030020239-\$ or US-20040119234-\$ or US-20040212148-\$ or US-20040227292-\$ or US-20040256282-\$ or US-20050020179-\$ or US-20050113177-\$ or US-20040082266-\$ or US-20040051245-\$ or US-20040046319-\$).did. or (US-2414716-\$ or US-2959891-\$ or US-3649018-\$ or US-3738659-\$ or US-3876207-\$ or US-3963243-\$ or US-4030235-\$ or US-4083123-\$ or US-4343475-\$ or US-4361328-\$ or US-4439162-\$ or US-4575345-\$ or US-4595378-\$ or US-4950912-\$ or US-5209480-\$ or US-5222902-\$ or US-5536009-\$ or US-5580294-\$ or US-5749579-\$ or US-5766077-\$ or US-5823531-\$ or US-5941527-\$ or US-6071166-\$ or US-6149111-\$ or US-6179681-\$ or US-6257946-\$).did. or (US-6475054-\$ or US-6623328-\$ or US-6626732-\$ or US-6659463-\$ or US-6857633-\$ or US-D412010-\$ or US-4906216-\$).did. or (US-3391933-\$).did.	US-PGPUB; USPAT; USOCR	OR	OFF	2005/10/21 15:36
S75	30	S74 and top	US-PGPUB; USPAT	OR	OFF	2005/10/21 15:35

EAST Search History

S76	9958	((random or chance) near12 (select or device or value or mechanism)) or dice or die or spinner or spinning) same planar	US-PGPUB; USPAT	OR	OFF	2005/10/21 15:37
S77	19	("0547764" "1368855" "1645702" "1783627" "1785474" "2879066" "2945696" "2991585" "3083498" "4363487").PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2005/10/21 15:40
S78	74	toy and (punch near4 out)	US-PGPUB; USPAT; USOCR	OR	OFF	2006/03/09 14:42
S79	1035	(model or plane or toy) same (punch near4 out)	US-PGPUB; USPAT; USOCR	OR	OFF	2006/03/09 15:45
S80	1017	(model or plane) same (punch near4 out)	US-PGPUB; USPAT; USOCR	OR	OFF	2006/03/09 14:22
S81	108	((model or plane) same (punch near4 out)) and (child or game or play)	US-PGPUB; USPAT; USOCR	OR	OFF	2006/03/09 14:23
S82	51	(assemble same (toy or model or plane)) and (punch near4 out)	US-PGPUB; USPAT; USOCR	OR	OFF	2006/03/09 14:43
S83	125	(assembling same (toy or model or plane)) and (punch near4 out)	US-PGPUB; USPAT; USOCR	OR	OFF	2006/03/09 15:03
S84	4791	(446/85-128).CCLS.	USPAT; USOCR	OR	OFF	2006/03/09 15:05
S85	765	S84 and (attach or assemble or assembling)	US-PGPUB; USPAT	OR	OFF	2006/03/09 15:05
S86	143	(446/108).CCLS.	USPAT; USOCR	OR	OFF	2006/03/09 15:33
S87	9	("2036302" "2377572" "2674827" "3852909" "4529385" "4895543").PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2006/03/09 15:08
S88	614	(446/124).CCLS.	USPAT; USOCR	OR	OFF	2006/03/09 15:37
S89	8	("2977701" "3455049" "4906216" "5906529" "5908342" "6196892").PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2006/03/09 15:35
S90	232	(446/263).CCLS.	USPAT; USOCR	OR	OFF	2006/03/09 15:41
S91	114	(446/36).CCLS.	USPAT; USOCR	OR	OFF	2006/03/09 15:41
S92	4264	(model or plane or toy) and (detach same (board or sheet or flat or perforat\$))	US-PGPUB; USPAT; USOCR	OR	OFF	2006/03/09 15:46

EAST Search History

S93	782	(model or plane or toy) and (detach near12 (board or sheet or flat or perforat\$))	US-PGPUB; USPAT; USOCR	OR	OFF	2006/03/09 15:47
S94	133	((assemble or assembling or construct or make or making) same (model or plane or toy)) and (detach near12 (board or sheet or flat or perforat\$))	US-PGPUB; USPAT; USOCR	OR	OFF	2006/03/09 15:48
S95	122	((assemble or assembling or construct or make or making) same (plane or toy)) and (detach near12 (board or sheet or flat or perforat\$))	US-PGPUB; USPAT; USOCR	OR	OFF	2006/03/09 15:50
S96	0	tangle adj toy	US-PGPUB; USPAT; USOCR	OR	OFF	2006/03/09 15:51
S97	89430	((fight or combat) same (damage)) annd game	US-PGPUB; USPAT	OR	OFF	2006/03/09 15:55
S98	18079	((fight or combat) same (damage)) annd (game near12 (board or path or track or surface))	US-PGPUB; USPAT	OR	OFF	2006/03/09 15:56
S99	16644	((fight or combat) same ((indicating or indicate or represent) near12 (damage))) annd (game near12 (board or path or track or surface))	US-PGPUB; USPAT	OR	OFF	2006/03/09 15:59
S10 0	6265	((indicating or indicate or represent) near12 (damage)) annd (game near12 (board or path or track or surface)) and (fight or combat)	US-PGPUB; USPAT	OR	OFF	2006/03/09 16:00
S10 1	10939	((indicating or indicate or represent) near12 (damage)) annd (game near12 (board or path or track or surface)) and (power or strength)	US-PGPUB; USPAT	OR	OFF	2006/03/09 16:00
S10 2	2	(game near12 (board or surface)) and (simulat\$ near12 (fight or combat)) and (indicate near12 damage)	USPAT	OR	OFF	2006/03/09 16:04
S10 3	7	(game near12 (board or surface)) and (fight or combat) and (indicat\$ near12 damage)	USPAT	OR	OFF	2006/03/09 16:04
S10 4	15	("2313303" "2799504" "3466044" "3811679" "3831944" "3857568" "4055346" "4093236" "4184680" "5415411" "5465973" "5879005"). PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2006/03/09 16:06
S10 5	116	((battle or combat or war or fight) same (loss or damage or attack or body or hand or los\$)) and (game same (toy or plane or robot or figure or figurine or miniature)) and (die or dice or spinner or spinning or random)	USPAT	OR	OFF	2006/03/10 13:58

EAST Search History

S10 6	46	((battle or combat or war or fight) near12 (loss or damage or attack or body or hand or los\$)) and (game near12 (toy or plane or robot or figure or figurine or miniature)) and (die or dice or spinner or spinning or random)	USPAT	OR	OFF	2006/03/10 09:09
S10 7	14	((battle or combat or war or fight) near12 (loss or damage or attack or body or hand or los\$)) and (game near12 (toy or plane or robot or figure or figurine or miniature)) and (die or dice or spinner or spinning or random) and (perforat\$ or punch or cut or detach)	USPAT	OR	OFF	2006/03/10 12:21
S10 8	38	((battle or combat or war or fight) same (loss or damage or attack or body or hand or los\$)) and (game same (toy or plane or robot or figure or figurine or miniature)) and (die or dice or spinner or spinning or random) and (perforat\$ or punch or cut or detach)	USPAT	OR	OFF	2006/03/10 09:06
S10 9	4	((battle or combat or war or fight) near12 (loss or damage or attack or body or hand or los\$)) and (game near12 (toy or plane or robot or figure or figurine or miniature)) and (die or dice or spinner or spinning or random) and ((perforat\$ or punch or cut or detach) same (sheet or planar or board or flat))	USPAT	OR	OFF	2006/03/10 09:08
S11 0	11	((battle or combat or war or fight) same (loss or damage or attack or body or hand or los\$)) and (game same (toy or plane or robot or figure or figurine or miniature)) and (die or dice or spinner or spinning or random) and ((perforat\$ or punch or cut or detach) same (sheet or planar or board or flat))	USPAT	OR	OFF	2006/03/10 09:08
S11 1	4	((battle or combat or war or fight) near12 (loss or damage or attack or body or hand or los\$)) and (game near12 (toy or plane or robot or figure or figurine or miniature)) and (die or dice or spinner or spinning or random) and ((perforat\$ or punch or cut or detach) same (sheet or planar or board or flat))	USPAT	OR	OFF	2006/03/10 09:09

EAST Search History

S11 2	15	("1591554" "20030020239" "3876207" "3963243" "4193222" "4207702" "4924358" "5388837" "5480341" "5830034" "5893562" "5941712" "6165038" "D439544"). PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2006/03/10 09:58
S11 3	15	("2313303" "2799504" "3466044" "3811679" "3831944" "3857568" "4055346" "4093236" "4184680" "5415411" "5465973" "5879005"). PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2006/03/10 10:48
S11 4	0	(2003/0020239).CCLS.	US-PGPUB	OR	OFF	2006/03/10 12:21
S11 5	441	hagen.in.	US-PGPUB	OR	OFF	2006/03/10 12:22
S11 6	0	hagen.in. and action-figure	US-PGPUB	OR	OFF	2006/03/10 12:22
S11 7	1	"20030020239".PN.	US-PGPUB	OR	OFF	2006/03/10 12:23